control standard or requirement set forth in this part shall prevail.

§ 542.5 How do these regulations affect state jurisdiction?

Nothing in this part shall be construed to grant to a state jurisdiction in class II gaming or extend a state's jurisdiction in class III gaming.

§ 542.6 Does this part apply to small and charitable gaming operations?

- (a) Small gaming operations. This part shall not apply to small gaming operations provided that:
- (1) The Tribal gaming regulatory authority permits the operation to be exempt from this part;
- (2) The annual gross gaming revenue of the operation does not exceed \$1 million; and
- (3) The Tribal gaming regulatory authority develops and the operation complies with alternate procedures that:
- (i) Protect the integrity of games offered; and
- (ii) Safeguard the assets used in connection with the operation.
- (b) Charitable gaming operations. This part shall not apply to charitable gaming operations provided that:
- (1) All proceeds are for the benefit of a charitable organization:
- (2) The Tribal gaming regulatory authority permits the charitable organization to be exempt from this part;
- (3) The charitable gaming operation is operated wholly by the charitable organization's employees or volunteers;
- (4) The annual gross gaming revenue of the charitable gaming operation does not exceed \$100,000;
- (i) Where the annual gross gaming revenues of the charitable gaming operation exceed \$100,000, but are less than \$1 million, paragraph (a) of this section shall also apply; and
 - (ii) [Reserved]
- (5) The Tribal gaming regulatory authority develops and the charitable gaming operation complies with alternate procedures that:
- (i) Protect the integrity of the games offered; and
- (ii) Safeguard the assets used in connection with the gaming operation.
- (c) Independent operators. Nothing in this section shall exempt gaming oper-

ations conducted by independent operators for the benefit of a charitable organization.

§ 542.7 [Reserved]

§ 542.8 What are the minimum internal control standards for pull tabs?

- (a) Computer applications. For any computer application utilized, alternate documentation and/or procedures that provide at least the level of control described by the standards in this section, as approved by the Tribal gaming regulatory authority, will be acceptable.
- (b) *Pull tab inventory*. (1) Pull tab inventory (including unused tickets) shall be controlled to assure the integrity of the pull tabs.
- (2) Purchased pull tabs shall be inventoried and secured by a person or persons independent of the pull tab sales
- (3) The issue of pull tabs to the cashier or sales location shall be documented and signed for by the person responsible for inventory control and the cashier. The document log shall include the serial number of the pull tabs issued.
- (4) Appropriate documentation shall be given to the redemption booth for purposes of determining if the winner purchased the pull tab from the pull tabs issued by the gaming operation. Electronic verification satisfies this requirement.
- (5) At the end of each month, a person or persons independent of pull tab sales and inventory control shall verify the accuracy of the ending balance in the pull tab control by reconciling the pull tabs on hand.
- (6) A monthly comparison for reasonableness shall be made of the amount of pull tabs sold from the pull tab control log to the amount of revenue recognized.
- (c) Access. Access to pull tabs shall be restricted to authorized persons.
- (d) *Transfers*. Transfers of pull tabs from storage to the sale location shall be secured and independently controlled.
- (e) Winning pull tabs. (1) Winning pull tabs shall be verified and paid as follows: